The following document describes the rules for naming variables and functions, as well as some general good programming practices for presenting them in the code.

General rules:

- All variables will be listed at the top of the program file, after the imports.
- Instances will be listed at the top, after variables.
- Functions prototypes will be listed at the top, after instances.

Variables and Functions:

Variables will follow the template presented below:
vScopeType_name
Functions will follow the template presented below:
fScopeType_name

ID	Scope	Type	Underscore	name
v	Loc	L(ist)	_	alpha
	Glo	T(uple)	_	bravo
		C(har)	_	charlie
		F(loat)	_	delta
		I(nt)	_	echo

e.g., vGloL_concept

Instances and Objects

Instances will follow the template presented below:
iClass_name
e.g., iLabel_frame, iLabel_rootconcept, iCheckbox_trad
Objects will follow the template presented below:
oClass_name